Aims for this week were to:

1. **Add in a new character + character descriptions**

So far, all the characters (i.e. Emily and Gerald) are very clear-cut, will only ever choose to betray or cooperate respectively. This week I added in a Nellie character who is 50/50, could betray or cooperate. I did this using a math.random function to generate either 1 or 0, then customised the outcome based on the player’s choice.

Text

Description automatically generated

I also decided to add character descriptions add remove the adjective in front of their names, so players can read the description and decide what kind of person they are.

1. **Figure out how to end the game and restart**

For a while, I had an issue where I wasn’t sure how to end the game because the function to check whether the player had won or lost was being executed only after they start a new round, and I wasn’t sure why. Once I moved it to the correct place, I tried to use a function location.reload() that would end the round and restart the game by reloading the page, but it reloaded the page before I meant for it to, so I realised I had to add a button that lets the player choose whether to replay or not.

So then I just removed all buttons once the player had won/lost. Then I created a new button that would run the location.reload() function when clicked. It worked and eventually looked like this!

Graphical user interface, text, application, Word

Description automatically generated

(I also figured out how to center buttons because for some reason it didn’t work for my week 9 draft)

Now that the code for the game itself is done, in the next weeks I’ll figure out how to add animations and beautify it. Maybe also add a few more characters.